

L Number	Hits	Search Text	DB	Time stamp
1	1510	(OPI or (open adj preprocess adj interface)) and (image) and filter\$3	USPAT; US-PGPUB; EPO	2004/04/09 15:34
2	1379	(OPI or (open adj preprocess adj interface)) and (image near5 process\$3)	USPAT; US-PGPUB; EPO	2004/04/09 15:35
3	86643	(tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)	USPAT; US-PGPUB; EPO	2004/04/09 16:45
4	119672	(saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)	USPAT; US-PGPUB; EPO	2004/04/09 16:16
5	56	((OPI or (open adj preprocess adj interface)) and (image near5 process\$3)) and (((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) same ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)))	USPAT; US-PGPUB; EPO	2004/04/09 15:35
6	54	((OPI or (open adj preprocess adj interface)) and (image near5 process\$3)) and (((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) same ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)))) and (@ad<=19991001 or @rlad<=19991001)	USPAT; US-PGPUB; EPO	2004/04/09 16:23
7	2717963	filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3	USPAT; US-PGPUB; EPO	2004/04/09 16:18
8	3124	((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) same ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) same (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)	USPAT; US-PGPUB; EPO	2004/04/09 16:20
9	1923	((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) with ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) with (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)	USPAT; US-PGPUB; EPO	2004/04/09 16:20
10	1852	((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) same ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) same (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)) and (RGB or rgb or hsb or HSB or (hue same saturation same brightness) or (red same green same blue))	USPAT; US-PGPUB; EPO	2004/04/09 16:21
11	1096	((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) with ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) with (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)) and (RGB or rgb or hsb or HSB or (hue same saturation same brightness) or (red same green same blue))	USPAT; US-PGPUB; EPO	2004/04/09 16:22

12	47	((((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) with ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) with (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)) and (RGB or rgb or (red same green same blue)) and (hsb or HSB or (hue same saturat\$3 same bright\$4)))	USPAT; US-PGPUB; EPO	2004/04/09 16:40
13	28	((((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) with ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) with (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)) and (RGB or rgb or (red same green same blue)) and (hsb or HSB or (hue same saturat\$3 same bright\$4))) and (@ad<=19991001 or @rlad<=19991001)	USPAT; US-PGPUB; EPO	2004/04/09 16:25
14	25	((((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) with ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) with (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)) and (RGB or rgb or (red same green same blue)) and (hsb or HSB or (hue same saturat\$3 same bright\$4))) and (@ad<=19991001 or @rlad<=19991001)	USPAT	2004/04/09 16:42
15	108	((((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) with ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) with (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)) and (rgb or (red same green same blue)) and (hsb or hsl or hsv (hue same saturat\$3 same (bright\$4 or lum\$7 or value))))	USPAT; US-PGPUB; EPO	2004/04/09 16:49
16	57	((((tone or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) with ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) with (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)) and (rgb or (red same green same blue)) and (hsb or hsl or hsv (hue same saturat\$3 same (bright\$4 or lum\$7 or value)))) and (@ad<=19991001 or @rlad<=19991001)	USPAT	2004/04/09 16:50
17	96025	(ton\$2 or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)	USPAT; US-PGPUB; EPO	2004/04/09 16:46
18	1958	((ton\$2 or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) with ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) with (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)	USPAT; US-PGPUB; EPO	2004/04/09 16:46

19	62	(((ton\$2 or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) with ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) with (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)) and (rgb or (red same green same blue)) and (hsb or hsl or hsv (hue same saturat\$3 same (bright\$4 or lum\$7 or value))))	USPAT	2004/04/09 16:48
20	57	(((ton\$2 or color or chrom\$7) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$5)) with ((saturat\$3 or bright\$4 or intens\$3 or density or lumin\$4 or histogram or contrast) near2 (correct\$3 or adjust\$4 or process\$3 or conver\$4 or enhanc\$4 or equaliz\$5)) with (filter\$3 or smooth\$3 or edge or enhanc\$5 or sharpen\$3 or contour or boundar\$3)) and (rgb or (red same green same blue)) and (hsb or hsl or hsv (hue same saturat\$3 same (bright\$4 or lum\$7 or value)))) and (@ad<=19991001 or @rlad<=19991001)	USPAT	2004/04/09 17:30
21	2	((saturation near2 correct\$3) with (hsv or hsl or hsb or (hue same bright\$4 same (lum\$7 or saturation or value)))) same (((ton\$2 or color or chrom\$7) near2 correct\$3) with (rgb or (red same green same blue)))	USPAT	2004/04/09 17:42
22	3	((saturation near2 correct\$3) same (hsv or hsl or hsb or (hue same bright\$4 same (lum\$7 or saturation or value)))) same (((ton\$2 or color or chrom\$7) near2 (correct\$3 or conver\$4 or enhanc\$4)) same (rgb or (red same green same blue)))	USPAT	2004/04/09 17:43

• 220 turned out well